



Example of 2D Animator Job Description

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Our innovative and growing company is hiring for a 2D animator. To join our growing team, please review the list of responsibilities and qualifications.

Responsibilities for 2D animator

- Maintain an open and professional demeanor regarding direction, changes and shifting requirements
 - Have a high degree of attention to detail when managing multiple campaigns, variations, and feedback from project owners
 - Adhere to style guides
 - Create merchandising and marketing campaigns that elevate our client's brand across multiple marketing channels including online retail , marketing and sales-driven email campaigns, and mobile marketing
 - Use current and future marketing channels to inform and delight our client's customers
 - Collaborate with our client's design community at large to ensure consistent brand use across multiple marketing channels
 - Devising animation systems tailored to the game's needs by working with the team and the various other trades involved in order to anticipate in-game constraints
 - Rapidly establishing basic prototypes that will fuel and guide thinking on the animations and gameplay
 - Helping to evaluate the time needed to accomplish your tasks in collaboration with your Lead, and working within the allocated time frame for the scheduled deadlines
 - Being able to optimize your pipeline to adhere to the real-time technical constraints, and implementing the requested changes to support the artistic direction
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- 2+ years of professional game development experience as a character animator (Mobile experience preferred)
- Self-starter with strong work ethic and problem-solving
- Experience with rig-based animation, and creating character rigs
- Ability to take and provide constructive feedback during critiques
- Understanding of the performance requirements in mobile games
- Excellent Animation and 2D Art skills